

IN THE CLAIMS

Kindly amend the claims by cancelling claims 33 and 34 without prejudice, as show in the following claim listing:

1-21 (Cancelled)

22. (previously presented) A method for transferring data from a server to at least one client, said method comprising the steps of:

transforming source data into a hierarchical representation comprising a plurality of coefficients, said hierarchical representation comprising a plurality of levels of essentially non-redundant data, wherein a level of said hierarchical representation comprises transform data sufficient to reconstruct said source data at a resolution corresponding to said level;

transferring, from a client to a server, coordinates of coefficients of said transform data from a level of said hierarchical representation necessary to reconstruct at least a portion of said source data;

transferring, from said server to said client, $O(N)$ coefficients to represent "N" pixels from said hierarchical representation requested by said client; and

transforming, at said client, said coefficients to generate pixels of said portion of said source data for display at said client.

23. (previously presented) A method for transferring data from a server to at least one client,
said method comprising:

transforming source data into a hierarchical representation using a wavelet transform with fixed point kernels, said hierarchical representation comprising a plurality of levels of essentially non-redundant data, wherein a level of said hierarchical representation comprises transform data sufficient to reconstruct said source data at a resolution corresponding to said level;

requesting, from a client to a server, transform data from said hierarchical representation necessary to reconstruct at least a portion of said source data;

transferring, from said server to said client, said transform data from said hierarchical representation ; and

constructing, at said client, said portion of said source data for display at said client with said transform data.

24. (previously presented) The method as set forth in claim 23, further comprising:

requesting, from said server, transform data from said hierarchical representation necessary to reconstruct a new portion of said source data;

transferring, from said server to said client, additional transform data from said hierarchical representation corresponding to said new portion of said source data; and

reconstructing said new portion of said source data with said additional transform data and said transform data originally transferred, whereby only incremental transform data

necessary to construct said new portion of said source data at said client is transferred from said server to said client.

25. (previously presented) The method as set forth in claim 23, wherein:

transforming said source data into a hierarchical representation comprises utilizing said wavelet transform to generate a plurality of low pass coefficients and a plurality of high pass coefficients;

requesting, from said server, transfer data from said hierarchical representation comprises transferring coefficient coordinates to said server to identify coefficients sufficient to re-construct said portion of said source data; and

constructing said portion of said source data comprises transforming said coefficients to generate said portion of said source data.

26. (previously presented) The method as set forth in claim 23, wherein transferring, from said server to said client, said transform data comprises transferring $O(N)$ coefficients to represent "N" pixels for display at said client, wherein "N" comprises an integer value.

27. (previously presented) The method as set forth in claim 23, wherein transforming said source data into a hierarchical representation comprises executing a finite impulse response function to generate said transform data.

28. (previously presented) The method as set forth in claim 23, wherein transforming said source data into a hierarchical representation comprises preserving geometry between said source

data and said transform data, so that any portion of said source data is identifiable from a portion of said transform data.

29. (previously presented) A system comprising:

a server for storing source data in a hierarchical representation wherein transform data is generated from source data using a wavelet transform with fixed point kernels, said hierarchical representation comprising a plurality of levels of essentially non-redundant data, wherein a level of said hierarchical representation comprises transform data sufficient to reconstruct said source data at a resolution corresponding to said level; and

at least one client, coupled to communicate with said server, for requesting transform data from said hierarchical representation necessary to reconstruct at least a portion of said source data;

wherein said server transfers said transform data requested by said client; and

wherein said client reconstructs said portion of said source data for display at said client with said transform data.

30. (previously presented) The system as set forth in claim 29, wherein:

said client further comprising software for requesting, from said server, transform data from said hierarchical representation necessary to reconstruct a new portion of said source data;

said server further comprising software for transferring, to said client, additional transform data from said hierarchical representation corresponding to said new portion of said source data; and

said client further comprising software for reconstructing said new portion of said source data with said additional transform data and said transform data originally transferred, whereby only incremental transform data necessary to construct said new portion of said source data at said client is transferred from said server to said client.

31. (previously presented) A system comprising:

a server for storing source data in a hierarchical representation, wherein transform data is generated from source data using a wavelet transform with fixed point kernels, said hierarchical representation comprising a plurality of levels of essentially non-redundant data, wherein a level of said hierarchical representation comprises transform data sufficient to reconstruct said source data at a resolution corresponding to said level, said server also capable of receiving a request, from at least one client, for transform data from said hierarchical representation necessary to reconstruct at least a portion of said source data, and said server also capable of transferring said transform data to said client;

wherein said client is capable of reconstructing said portion of said source image for display at said client with said transform data.

32. (previously presented) The server as set forth in claim 31, wherein:

said server further comprising software for receiving a request, from a client, for transform data from said hierarchical representation necessary to reconstruct a new portion of said source data; and

said server further comprising software for transferring,
to said client, additional transform data from said hierarchical
representation corresponding to said new portion of said source
data, whereby said server only transfers incremental transform
data necessary
to construct said new portion of said source data at said
client.

33. (cancelled)

34. (cancelled)

35. (previously presented) A computer readable media embodying a
method for transferring data from a server to at least one
client, said method comprising:

transforming source data into a hierarchical representation
using a wavelet transform with fixed point kernels, said
hierarchical representation comprising a plurality of levels of
essentially non-redundant data, wherein a level of said
hierarchical representation comprises transform data sufficient
to reconstruct said source data at a resolution corresponding to
said level;

requesting, from a server, transform data from said
hierarchical representation necessary to reconstruct at least a
portion of said source data;

transferring, from said server to said client, said
transform data from said hierarchical representation; and

constructing, at said client, said portion of said source
data for display at said
client with said transform data.

36. (previously presented) The computer readable media as set forth in claim 35, further comprising:

requesting, from said server, transform data from said hierarchical representation necessary to reconstruct a new portion of said source data;

transferring, from said server to said client, additional transform data from said hierarchical representation corresponding to said new portion of said source data; and

reconstructing said new portion of said source data with said additional transform data and said transform data originally transferred, whereby only incremental transform data necessary to construct said new portion of said source data at said client is transferred from said server to said client.

37. (previously presented) The computer readable media as set forth in claim 35, wherein:

transforming said source data into a hierarchical representation comprises utilizing said wavelet transform to generate a plurality of low pass coefficients and a plurality of high pass coefficients;

requesting transform data comprises transferring coefficient coordinates to identify coefficients sufficient to re-construct said portion of said source data; and

constructing said portion of said source data comprises transforming said coefficients to generate said portion of said source image.

38. (previously presented) The computer readable media as set forth in claim 35, wherein transferring, from said server to said client, said transform data comprises transferring $O(N)$ coefficients to represent "N" pixels for display at said client, wherein "N" comprises an integer value.

39. (previously presented) The computer readable media as set forth in claim 35, wherein transforming said source data into a hierarchical representation comprises executing a finite impulse response function to generate said transform data.

40. (previously presented) The computer readable media as set forth in claim 35, wherein transforming said source data into a hierarchical representation comprises preserving geometry between said source data and said transform data, so that any portion of said source data is identifiable from a portion of said transform data.

41. (previously presented) A method for transferring data from a server to at least one client, said method comprising the steps of:

transforming source data into a hierarchical representation using a wavelet transform, said hierarchical representation comprising a plurality of levels of essentially non-redundant data, wherein a level of said hierarchical representation comprises transform data sufficient to reconstruct said source data at a resolution corresponding to said level;

determining, at a client, at least a portion of said transform data necessary to reconstruct desired portions of said source data;

determining, at said client, a number of blocks necessary for partitioning of said portion of said transform data into at least one block;

transferring, from said client to a server, a request for said block of transform data;

transferring, from said server to said client, said block of transform data requested by said client; and

constructing, at said client, said portion of said source data for display at said client with said transform data.

42. (previously presented) A computer readable media embodying a method for transferring data from a server to at least one client, said method comprising:

transforming source data into a hierarchical representation using a wavelet transform, said hierarchical representation comprising a plurality of levels of essentially non-redundant data, wherein a level of said hierarchical representation comprises transform data sufficient to reconstruct said source data at a resolution corresponding to said level;

determining, at a client, at least a portion of said transform data necessary to reconstruct desired portions of said source data;

determining, at said client, a number of blocks necessary for partitioning of said portion of said transform data into at least one block;

transferring, from said client to a server, a request for said block of transform data;

transferring, from said server to said client, said block of transform data requested by said client; and

constructing, at said client, said portion of said source data for display at said client with said transform data.

43. (previously presented) A method for transferring data from a server to at least one client, said method comprising:

transforming multi-component source data into a vector of multi-spectral transform data comprising a hierarchical representation with a plurality of levels of essentially non-redundant data, wherein a level of said hierarchical representation comprises multi-spectral transform data

sufficient to reconstruct said multi-component source data at a resolution corresponding to said level;

requesting, from a client to a server, multi-spectral transform data from said hierarchical representation necessary to reconstruct at least a portion of said multicomponent source data;

transferring, from said server to said client, said multi-spectral transform data from said hierarchical representation requested by said client; and

constructing, at said client, said portion of said multi-component source data for display at said client with said multi-spectral transform data.

44. (previously presented) The method as set forth in claim 43, wherein said multi-component source data comprises multi-dimensional source data.

45. (previously presented) The method as set forth in claim 44 wherein said multidimensional source data comprises three dimensional source data.

46. (previously presented) The method as set forth in claim 44, wherein said multi-component source data comprises multi-colored source data.

47. (previously presented) A computer readable media embodying a method for transferring data from a server to at least one client, said method comprising:

transforming multi-component source data into a vector of multi-spectral transform data comprising a hierarchical representation with a plurality of levels of essentially non-redundant data, wherein a level of said hierarchical

representation comprises multi-spectral transform data sufficient to reconstruct said multi-component source data at a resolution corresponding to said level;

requesting, from a server, multi-spectral transform data from said hierarchical representation necessary to reconstruct at least a portion of said multicomponent source data;

transferring, from said server to said client, said multi-spectral transform data from said hierarchical representation requested by said client; and

constructing, at said client, said portion of said multi-component source data for display at said client with said multi-spectral transform data.

48. (previously presented) The computer readable media as set forth in claim 47, wherein said multi-component source data comprises multi-dimensional source data.

49. (previously presented) The computer readable media as set forth in claim 48, wherein said multi-dimensional source data comprises three dimensional source data.

50. (previously presented) The computer readable media as set forth in claim 47, wherein said multi-component source data comprises multi-colored source data.